STRIPS·TIPS·NEWS·REVIEWS·AND MORE!

sonic the comic

No. 29 July 8th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

starring SONIC THE HEDGEHOG™

INSIDE!
SUPER KELLOGG'S FROSTIES' COMPO!

GRRR R!

9 770969 304013 29

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
Let's start with a big thank you to the super cool folk at **Kellogg's Frosties** for giving STC readers the chance to win **Sega Multi-Megas** in this issue's grrrreat competition! Turn to the right-hand page following the **News Zone** for details on how to enter.

Remember last issue when **Pirate STC** seized a part of your favourite video-game comic? Well, this seriously weird new strip is *still* in control and I've had to designate the back pages of **STC** as an official danger zone. Enter at your peril!

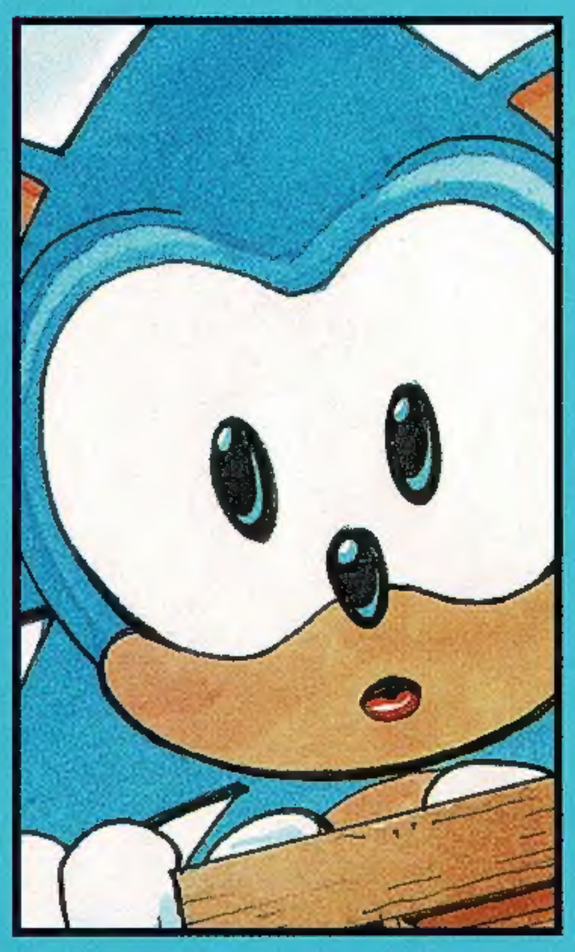
Talking of danger zones, coming exclusively to **STC** is **Mutant League** - the roughest, toughest, sports story ever told! The action starts in **STC 31**, Boomers are advised to order protective armour!

Meanwhile, on sale now are two accessories to **STC** that no self-respecting Boomer should be without. Locate and buy the **Sonic Summer Special** and **Sonic The Poster Mag No. 5** at your local newsagent today. Both magazines will help fill the gap between **STC** issues. Now that's what I call good thinking!

Megadroid

Bustle Buses

As promised in last issues STC, here's a list of further Sega bus tour dates to help your summer sizzle. The two buses are each inhabited by a crew of three. There are mega competitions to enter and you get the chance to try out the latest games on hi-tech equipment. A special prize is also awarded to the fastest competitor of the day so brush up on those reflexes and hop on a Sega bus this summer. Oh, and while you're at it, don't forget to mention that STC sent you. Watch out for more tour dates in the next Control Zone.



Please make sure that you check the following venues in advance in the event of last minute changes and look in the local press for additional dates. The Sega buses are also scheduled to visit selected Haven and Pontins holiday camps during the summer months.

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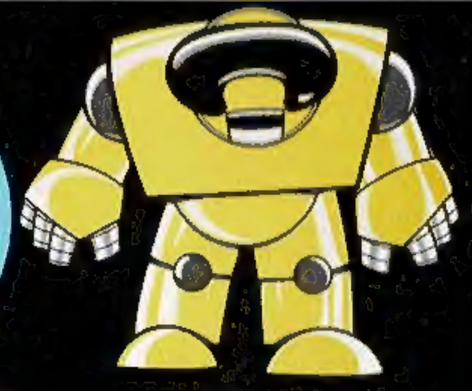


The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	FIFA INTERNATIONAL SOCCER
2	—	SONIC THE HEDGEHOG 3
3	—	PGA EUROPEAN TOUR GOLF
4	—	NBA JAM
5	—	SENSIBLE SOCCER
6	—	ALADDIN
7	RE	JUNGLE STRIKE
8	▼	MICRO MACHINES
9	—	SUBTERRANIA
10	RE	ROAD RASH 2

MEGA-CD

1	—	GROUND ZERO TEXAS
2	▲	THUNDERHAWK
3	▲	WWF RAGE IN THE CAGE
4	▼	NIGHT TRAP
5	RE	BATMAN RETURNS
6	RE	ROAD AVENGER
7	RE	COLLEGE FOOTBALL
8	RE	SILPHEED
9	RE	SEWER SHARK
10	▼	LETHAL ENFORCERS

MASTER SYSTEM

1	—	OUT RUN EUROPA
2	▼	SONIC CHAOS
3	▲	MORTAL KOMBAT
4	new	WORLD CLASS LEADERBOARD
5	▼	MICRO MACHINES
6	RE	WINTER OLYMPICS
7	▲	MICKEY MOUSE
8	RE	JURASSIC PARK
9	RE	SENSIBLE SOCCER
10	▼	BATMAN RETURNS

GAME GEAR

1	▲	ALADDIN
2	▲	NBA JAM
3	RE	MICRO MACHINES
4	▲	SONIC CHAOS
5	▲	SONIC THE HEDGEHOG 2
6	RE	OLYMPIC GOLD
7	RE	ECCO THE DOLPHIN
8	RE	F1
9	RE	JUNGLE BOOK
10	▼	PGA TOUR GOLF

THERE ARE FREQUENT EARTHQUAKES ON THE BED OF THE LAKE IN THE AQUATIC RUIN ZONE...

RUMMMBLE!

... AND OBJECTS FROM THE ANCIENT SUNKEN CITY ARE SOMETIMES RAISED INTO VIEW.

OBJECTS NOT SEEN ON MOBIUS FOR THOUSANDS OF YEARS!

SONIC THE HEDGEHOG™

The Sentinel

Script:
Nigel Kitching

Art:
Ferran Rodriguez

Lettering:
Ellie de'Ville

LATER IN SONIC'S SECRET UNDERGROUND HIDE-OUT—

SONIC, THIS IS PROBABLY NOTHING BUT STILL I THOUGHT I SHOULD...

SPIT IT OUT, COMPUTER! IF YOU'VE GOT SOMETHING TO SAY LET'S *HEAR* IT!

I'VE BEEN HACKING INTO ONE OF ROBOTNIK'S SPY SATELLITES AND I'M GETTING A PRETTY WEIRD IMAGE FROM THE AQUATIC RUIN ZONE. IT'S NOT VERY CLEAR BUT...

WORTH CHECKING OUT...

OKAY, WHERE'S THE GANG?

JOHNNY LIGHTFOOT AND PORKER LEWIS ARE STILL AWAY ON A RECONNAISSANCE MISSION. AMY HAS SOME PERSONAL BUSINESS SHE'S SEEING TO. AND TAILS HAS GONE MISSING AGAIN...

THIS IS GETTING TO BE A HABIT WITH THE KID. I WONDER WHAT HE'S UP TO? *

* FOR THE ANSWER TO THAT SEE TAILS' OWN SERIES IN THIS ISSUE OF STC - MEGADROID.

SINCE WHEN DID THIS RADICALLY COOL BLUE HEDGEHOG NEED HELP, ANYWAY?

FA-ZOOM!

BOY, THESE STAR POSTS ARE THE *ONLY* WAY TO TRAVEL BETWEEN ZONES!

FA-ZOOM!

HEY, LOOK AT THE SIZE OF THAT SUCKER!

PROBABLY SOME NEW KING-SIZE BADNIK!

WHISPS! BETTER WATCH IT, THESE BADNIKS ARE FAST!

B-DANG!

SPIN ATTACK!

B-DANG!

TYPICAL OF ROBOTNIK TO STATION BADNIKS EVEN IN A ZONE HE HAS NO USE FOR!

EAT LASER BEAM, HEDGEHOG!

AAARGGGH!

NO WAY YOU'RE GOING TO SMASH ME AND RELEASE MY ORGANIC BATTERY!

'ORGANIC BATTERY?' THAT'S A LIVING PERSON YOU'RE TALKING ABOUT, BADNIK!

YAY! MOBIUS' FASTEST BOWLER DOES IT AGAIN!

AT SONIC SPEED, THIS ROCK MIGHT JUST AS WELL BE A MISSILE!

B'DOOM!

FIND SOMEWHERE SAFE TO HIDE. I'VE GOT THINGS TO DO BEFORE I TAKE YOU HOME...

RIGHT SONIC, AND THANKS!

T-CHIC!

HUH? NOW WHAT?...

HAH! I COULD DODGE THESE ARROWS IN MY SLEEP!

SPLASH!

RATS! I DIDN'T REALISE I WAS STANDING SO CLOSE TO THE EDGE!

THIS PLACE IS *INCREDIBLE!* HOW CAN AN ANCIENT CIVILIZATION BUILD A PLACE LIKE THIS AND THEN JUST VANISH?

RUMMMBLLE!

NOW WHAT?...

OH...

I'M *TRAPPED!* THERE'S NO WAY I'M GOING TO BE ABLE TO REACH THOSE AIR BUBBLES...

SOME DAYS IT'S JUST NOT WORTH GETTING OUT OF BED!

KKKKRRRR

THE GIANT BADNIK'S MOVING! I SUSPECT A LITTLE TROUBLE HERE ...

AT LEAST THIS SHOULD BE QUICKER THAN DROWNING ...

WHAT'S THE PLAN, SHORTY? YOU GOING TO FINISH ME NOW OR TAKE ME TO ROBOTNIK?

ROBOTNIK?

I DO NOT KNOW OF THIS 'ROBOTNIK'.

OKAY, BUD! SO JUST WHO ARE YOU THEN?

I AM A SENTINEL. BUILT BY THE ANCIENT ONES TO GUARD OVER THIS CITY. I HAVE LAIN IN A DORMANT STATE BENEATH THIS LAKE FOR MORE THAN TWO THOUSAND YEARS.

I'M A HEAVY SLEEPER MYSELF, BUT THAT'S *RIDICULOUS.*

AS THE CITY BEGAN TO SINK INTO THE LAKE, MY MASTERS PREPARED TO LEAVE THIS PLANET.

I WAS CAUGHT IN A TREMOR AND TRAPPED.

SO YOUR MASTERS LEFT WITHOUT YOU ... CHARMING!

I WAS BUILT TO PROTECT THOSE IN THE CITY...

THE CITY IS NOW DESERTED...

...THEREFORE MY WORK IS FINISHED!

RUMMBLLE!

B-DOOOOM!

WAIT! WE COULD USE SOMEONE LIKE YOU IN THE FIGHT AGAINST ROBOTNIK! DON'T...

WELL, THANKS A HEAP, BUDDY!

SONIC SPINS INTO ATTACK AGAIN NEXT ISSUE!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewers this issue: *Nick Protz* and *Vincent Low*.

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

STREETS OF RAGE 3

game type: ACTION
1-2 PLAYERS

MD

FAST FAX

PUBLISHER: SEGA
PRICE: £59.99

GRAPHICS 85
SOUND 85
PLAYABILITY 90

RAVES
Great graphics, sound and playability.

GRAVES
Can become repetitive.

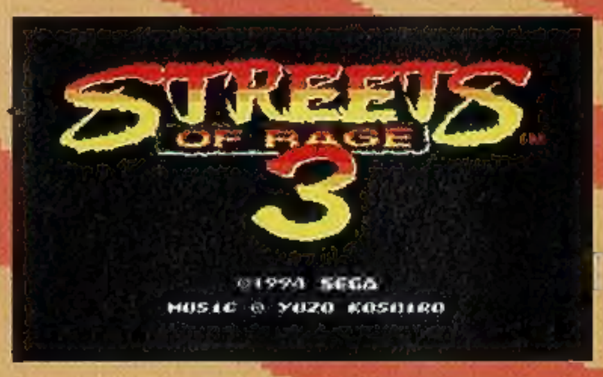
OVERALL 85%

Streets of Rage 3 has been a long time coming and with its hefty 24 meg you soon get to see just why this monster game is so big (and expensive!). It's packed with detailed colourful graphics and 36 tracks from Yuzo Koshiro(!) not to mention a digitised voice and FX samples.

The story sounds a little too familiar with you being told that a new syndicate is in town. You can team up with Dr Zan, Adam's brother Skate, Blaze or just go for it yourself as Axel. You have to discover why bombs are going off all over the place and there is a rumour that robots are replacing high ranking officials.

The gameplay has you in a forced scroll where you have to beat a set number of baddies before moving on. The action is heavy and the bosses at the end of each stage are very tough. The play-feel and moves are really good and the variety of characters and hidden touches will astound you! There are plenty of options with a choice of up to five lives, listening to music, voices or sound effects, three levels of difficulty and playing with a three or six button pad.

Overall, **Streets of Rage 3** is a solid follow up to *Streets of Rage 2* with brilliant presentation and satisfying gameplay. If you want a hot fighter, hit the streets now and go get it! - VL



SHINING FORCE 2

game type: STRATEGY
1-2 PLAYERS

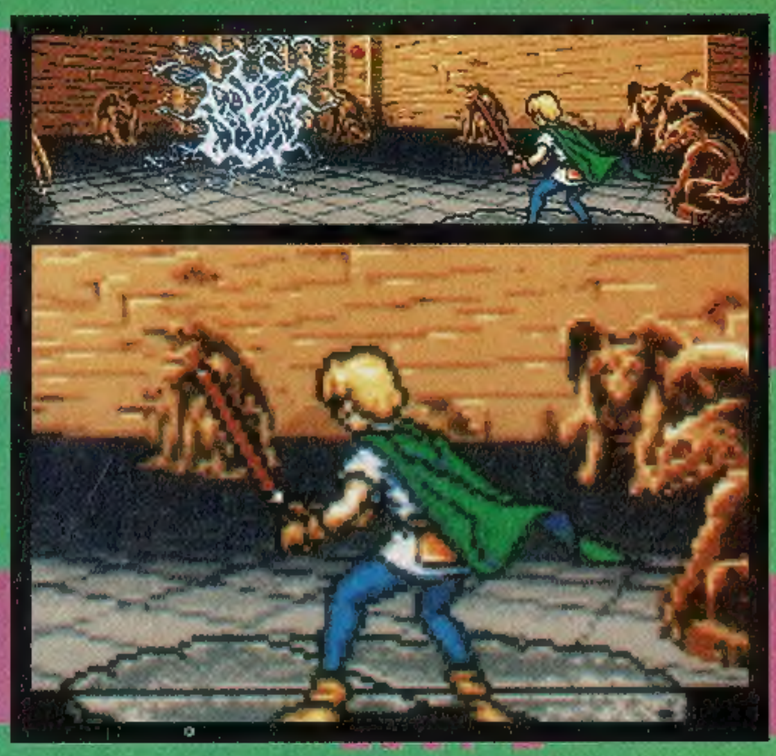
MD

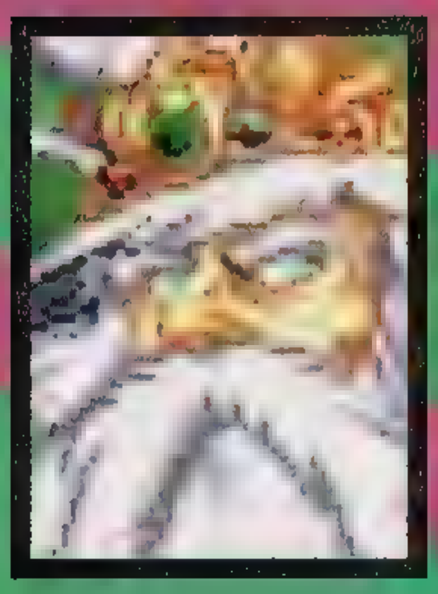
Shining Force 2 follows on from the success of *Shining Force 1* released last year. It is a cross between an adventure game and a strategy game. The menus pop up very quickly and the text messages and menus switch round in the blink of an eye.

An introductory sequence explains at the beginning that the king is feeling sick due to a force escaping from the tower .

As controller, you get to move around huge lands in a three quarter view/top down perspective. You can talk and interact with almost everyone you meet and collect hidden items for use in the course of your quest.

Shining Force 2 has very similar interfaces to





Shining Force 1. However, the characters and play style have been extended to offer more challenge and depth. It also has a battery back-up so you can save your position for future games.

Overall **Shining Force 2** is a great game, with months of challenge awaiting you. There are plenty of twists to throw you and some great battle sequences featuring gorgeous, animated monsters to hack and slash.

Even if you hate adventure games **Shining Force 2** is so simple to play and get into that you will soon find yourself having to go just that little bit further! - VL.

FAST FAX

PUBLISHER SEGA

PRICE £49.99

GRAPHICS 75

SOUND 75

PLAYABILITY 75

RAVES: Well presented and loads of depth.

GRAVES: Not for serious action fans.

OVERALL 75%

MARKO'S MAGIC FOOTBALL

game type: SPORTS SIMULATION
1 PLAYER

MD

FAST FAX

PUBLISHER DOMARK

PRICE £44.99

GRAPHICS 80

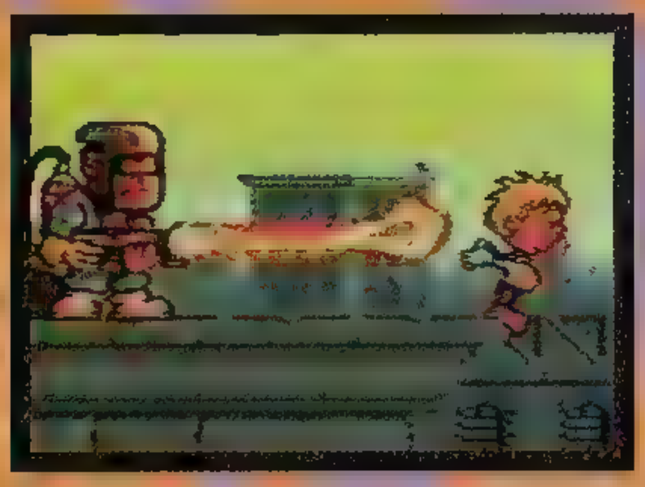
SOUND 75

PLAYABILITY 73

RAVES: An original concept.

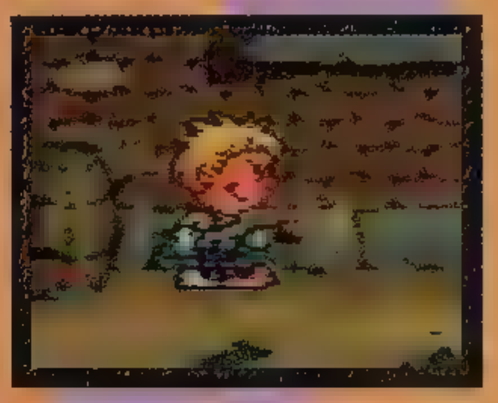
GRAVES: Ball control is difficult and unpredictable.

OVERALL 79%



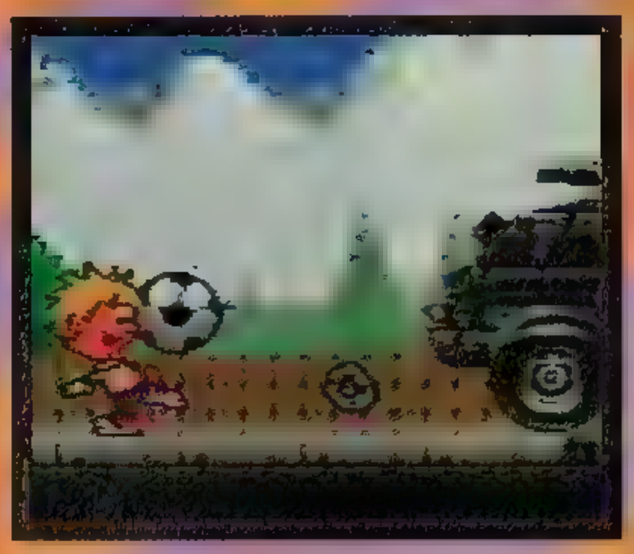
England, Scotland, Wales and Northern Ireland's failure to qualify for this years World Cup has done nothing to ebb the flow of soccer games pouring on to the market. While devotees of such games as *FIFA Rules* and *Kick-Off* are not likely to be casting around for yet another soccer sim, **Marko's Magic Football** is instead, a soccer platform game!

The premise will be familiar to all platformers: Evil mastermind and owner of the local toy factory, Colonel Brown, has enlisted the help of a crazed scientist to turn all lifeform to green sludge. In this messy fashion, the Colonel intends to achieve world domination - or at least, supremacy over North Sterlington. Our only hope to stem this tide of destruction is Marko (the obligatory cute wonder-boy), and his football, made magic by accidental immersion in the sludge.



This is about the strength of the internal logic upon which the bizarre creation of a football platform romp is based. It is certainly a novel way (I'd say ground breaking if *Soccer Kid* had not arrived on the SNES) of dressing up a tired format. The question is, how successful is it?

Well, Marko makes the usual quest through the many environments of North Sterling - sewer, suburban, industrial, forest, circus and so on. Marko's success in traversing a landscape infested with mutant sludge monsters, depends on his ability to wield the magic ball. Herein lies both the challenge and the problem.



On the one hand, you have a whole new dimension in weaponry. Using the football (which fortunately perpetually returns to feet) requires preparation, skill and a healthy dose of luck. The downside is that it takes a good few nano-seconds for Marko to release a ball and, say, pull off the 'Cantona-style' overhead kick that comes off one in every three attempts. Meanwhile, the enemies continue to attack (usually from off-screen), clearly under the mistaken impression that you are a character with a rapid action weapon. You do occasionally get the use of a machine-gun, but as it's under a time limit, it's of minimal help.

I am tempted to describe **Marko's Magic Football** as a fairly standard platform game with some above average features - labyrinth levels, puzzle elements and the demands of careful ball control. However, it has a basic flaw that is a direct result of mixing elements. The preparation needed to fire a ball (instead of a weapon) slows the game down drastically, and a platform game without pace requires greater compensation than is to be found here. After all, I only encountered the first boss after I was more than half-way through the 13 levels.

All in all, the idea is a credible one, and hats should go off to Domark for trying to boost the format, but at the end of the day, it's not as good or different as it should be. - NP.

ALL NEW! ALL SONIC!

Hot Holiday Action!

Sonic the summer special

MEGA-COOL NEW ADVENTURES STARRING
SONIC, TAILS ROBOTNIK & (Believe it or not) KNUCKLES

On Sale 18th June £1.95

Strips, Tips and more - Move for your copy NOW!

GET OUTTA MY WAY, YOU JERKS!

STREETS OF RAGE

SKATES' STORY PART 5

EAST RIVER WA

THERE'S A **BOMB** ABOARD THE 'PRINCESS GRACE'.

AND ONLY **I** KNOW WHERE IT IS!

LOOK AT THAT JERK SKATES. HE'S GOING TO **DROWN** HIMSELF!

GOOD RIDDANCE!

I'VE GOT FIVE MINUTES...

Script: Mark Millar Art: Peter Richardson Lettering: Tom Frame

FIVE MINUTES BEFORE THE BOMB EXPLODES!

AAUCHH!

LEAVING THE PARTY SO SOON, MR X?

DEAL WITH THEM!

TELL ME WHERE YOU PLANTED THE BOMB -- OR YOU'LL GO UP IN FLAMES WITH THE REST OF US!

AAKK!

BELOW DECKS --

NO TIME TO EXPLAIN, GUYS...

THIS IS ALREADY WAY TOO EXCITING!

COME ON, **SCUM** -- SPIT IT OUT OR I'LL LET **MAX** HAVE YOU!

THE CHOPPER PILOT'S ESCAPING!

HE WAS YOUR LAST CHANCE OF GETTING OUT OF HERE ALIVE, MR. X

CAN'T YOU UNDERSTAND? WE'RE ALL GOING TO DIE!

KABOOM!

IT--IT'S EXPLODED BUT HOW?

DON'T LOOK AT ME. I WASN'T ANYWHERE NEAR IT!

TAA-DAA!

TAKE A BOW, SKATES!

SKATES, YOU LITTLE PUNK! I COULD **KISS** YOU!

YUK! I'D RATHER KISS **BLAZE!**

YOU COULDN'T HANDLE IT, KID-- **BELIEVE** ME!

WHAT ABOUT THE **SECOND** BOMB?

DID YOU DEFUSE THE **SECOND** BOMB?

UM...

WHAT SECOND BOMB?

T-1 SECS

NEXT ISSUE: HEAVEN'S SKATE?

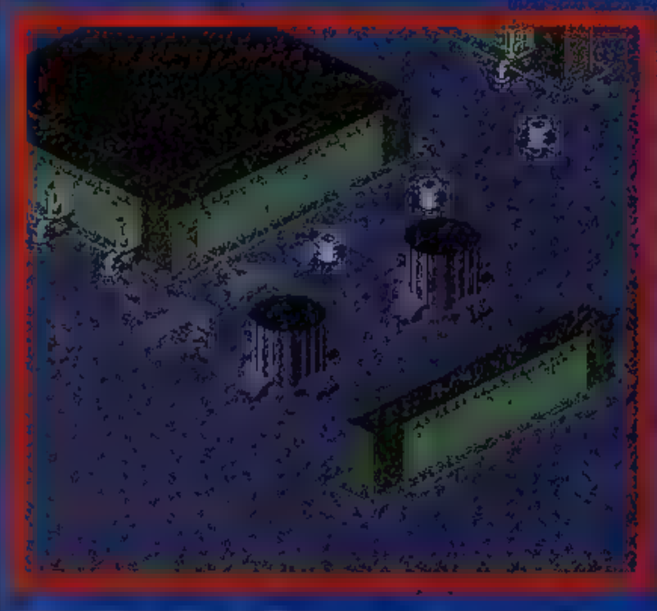
NEWS Zone

Newshound: Garry Penn

STRIKE ACTION ACROSS AMERICA!

U.S. GOVERNMENT THREATENED BY TERRORIST CAMPAIGN

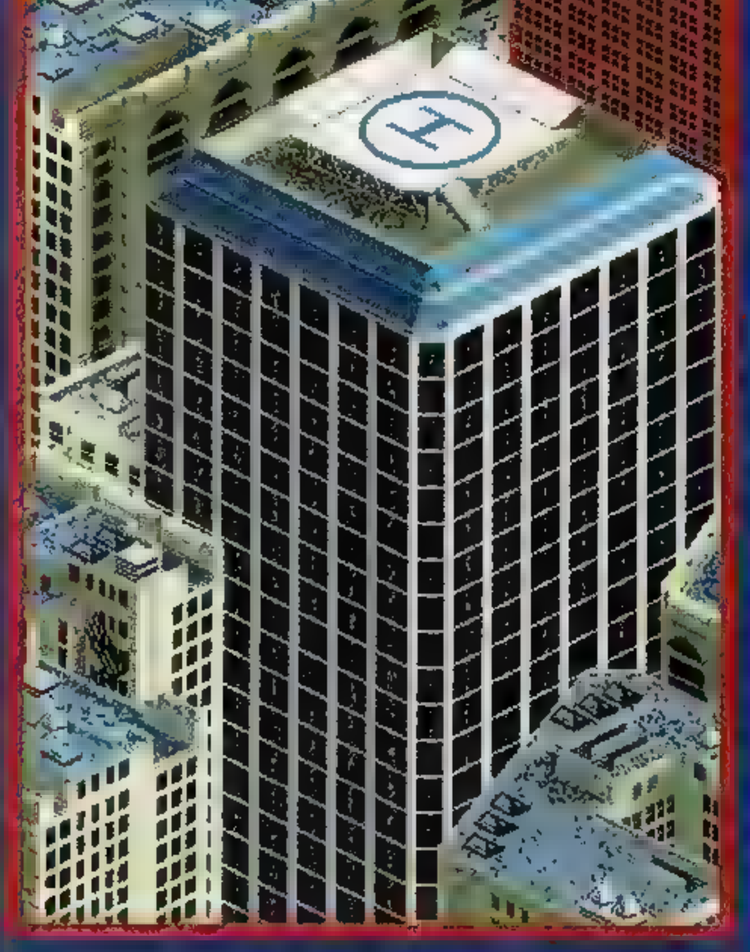
Following the news of a third Strike release in the works (see STC 24), it's now clear that Electronic Arts' **Urban Strike** for the Mega Drive is shaping up to be the definitive sequel to a sequel!



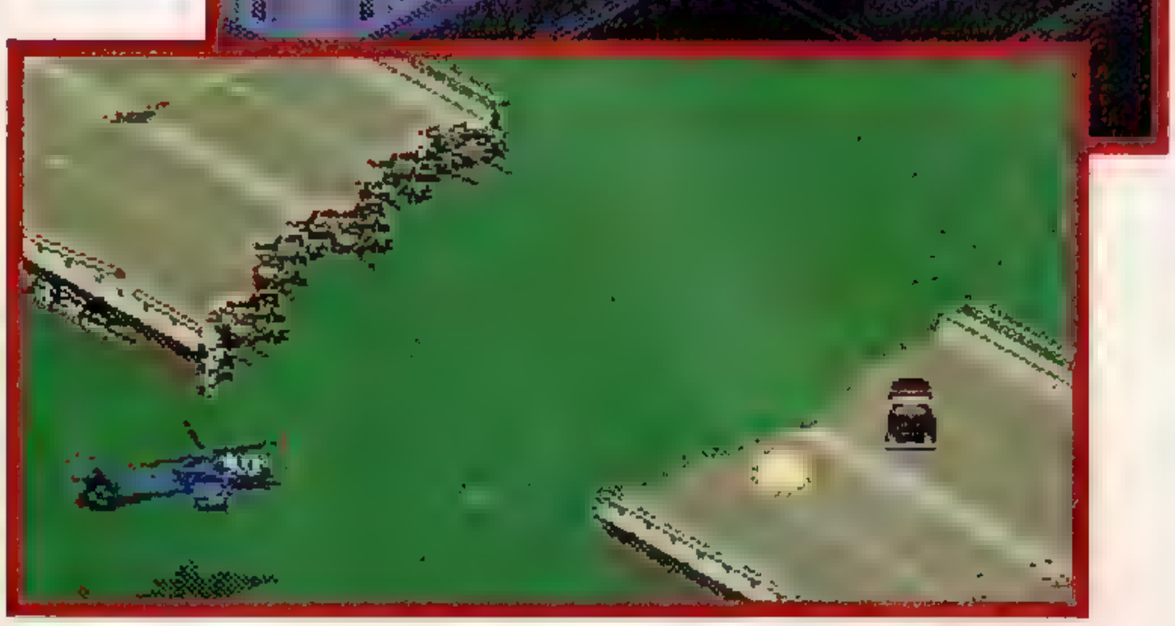
The story behind **Urban Strike** is as follows ... terrorists are gaining control of America's streets and are close to overthrowing the government. Cue the Strike force to enter the fray and clean up the mess.

In **Urban Strike** the player controls a full-blown team comprising a futuristic attack chopper, a transport chopper (to rescue more than a handful of people from danger), a tank-like urban assault vehicle and plenty of foot soldiers.

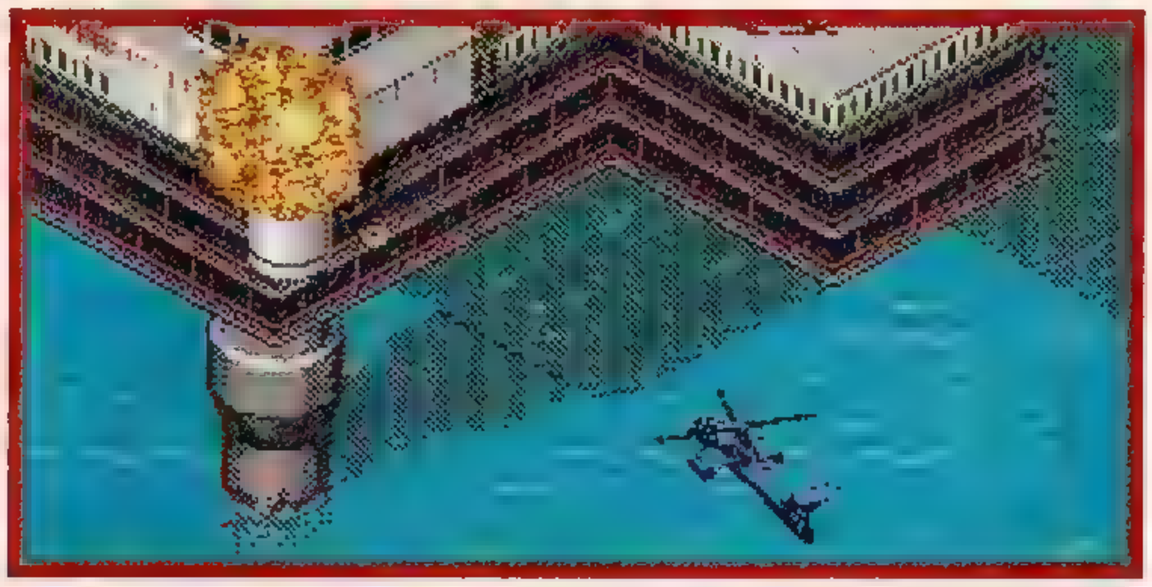
The action begins in North America and swings down Mexico way through twelve cities including Las Vegas, San Francisco and Washington. In addition to flitting between soaring skyscrapers and unleashing firepower far superior to anything seen in the first two Strike releases, you also get to follow the terrorists on foot inside the buildings (with a close-up view to ensure that none of the action is missed) and discover and disarm time bombs.



Urban Strike is released in November and, by the sound of it, we won't be disappointed!



***Urban Strike*: could it really be the biggest and best yet?**



GAME GEAR FLIPS!

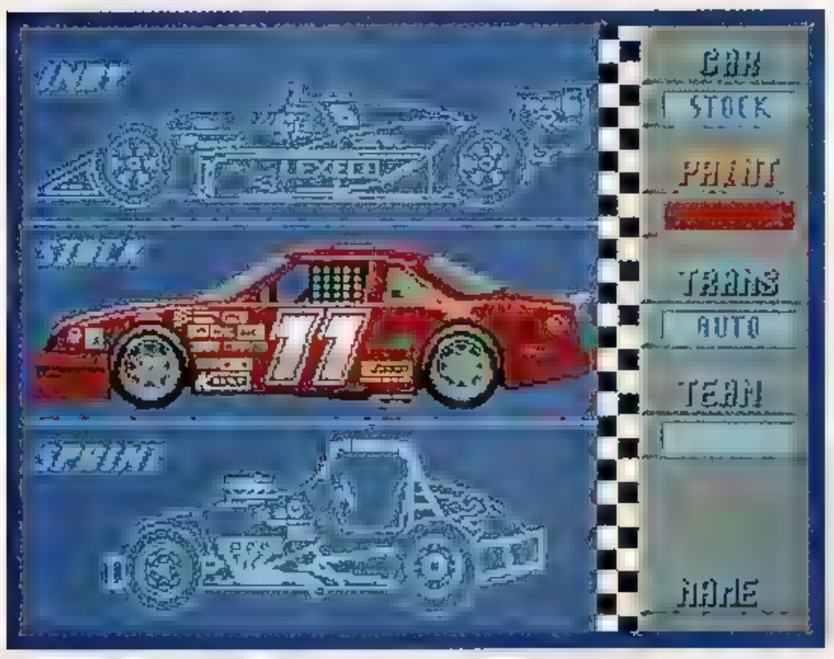
SONIC SPINBALL SPREADS TO SEGA PORTABLE

The Game Gear portable has also been short on titles lately. However, to help fill the gap Sega has released the brilliant **Sonic Spinball**. This closely follows the Mega Drive version with a series of levels to get through. You can make Sonic jump and flip around the pintables. Sonic has to find the Chaos Emeralds that have been hidden by Robotnik and his cronies. This fast, flippable game should not be missed!

SUPER MARIO (ANDRETTI) GETS IN GEAR

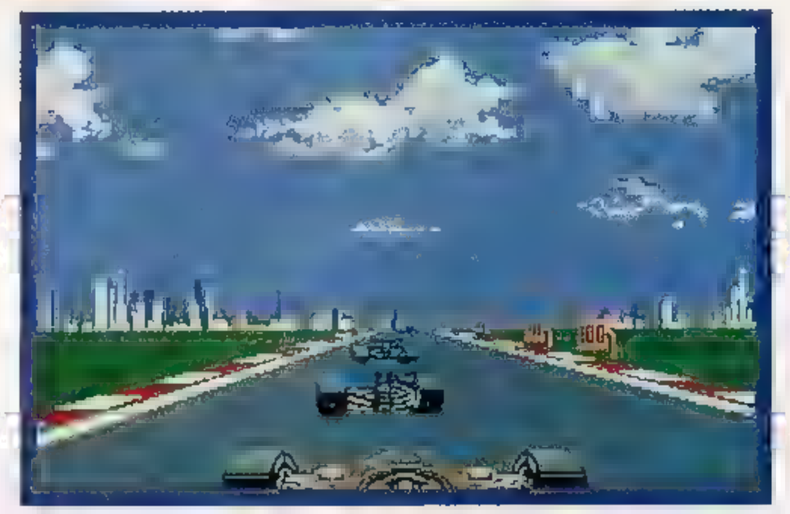
MOTOR RACING LEGEND MAKES HIS MARK ON THE MEGA DRIVE

Former Formula One World Champion Mario Andretti now races alongside Nigel Mansell in the US Indy Car Championships, and thanks to Electronic Arts you can join him on your Mega Drive with **Mario Andretti Racing.**



Mario Andretti Racing: a potential Virtua Racing beater.

Not only do you get to take part in the Indy Car competition, you can also take sprint cars for a spin on slippery mud tracks and race high-speed stock cars around punishing oval circuits. The 15 different tracks featured in **Mario Andretti Racing** include cinder and tarmac ovals and street circuits, all modelled on their real-life counterparts, and each one demanding its own distinctive driving style.



The many different options include a training mode (where Mr Andretti himself talks you around a course), a choice of four displays, and four modes of play including simultaneous two-player action using a split screen.

Mario Andretti Racing is released this month and certainly sounds as though it will provide strong competition for Sega's Virtua Racing - especially at the price of £44.99.

MASTER SYSTEM GOES DAFFY!

NEW TITLES QUEUE FOR AUTUMN RELEASE

Things have been quiet recently on the Master System, but now here's news of some hot new titles due for September that have brilliant graphics and great gameplay. First up is **Daffy Duck in Hollywood** where you have to recover valuable statues for Yosemite Sam in a very tough 8-bit platform romper.

Ultimate Soccer is for all you footy fans, and is a full blown sports game with a two player option and plenty of action to tackle.

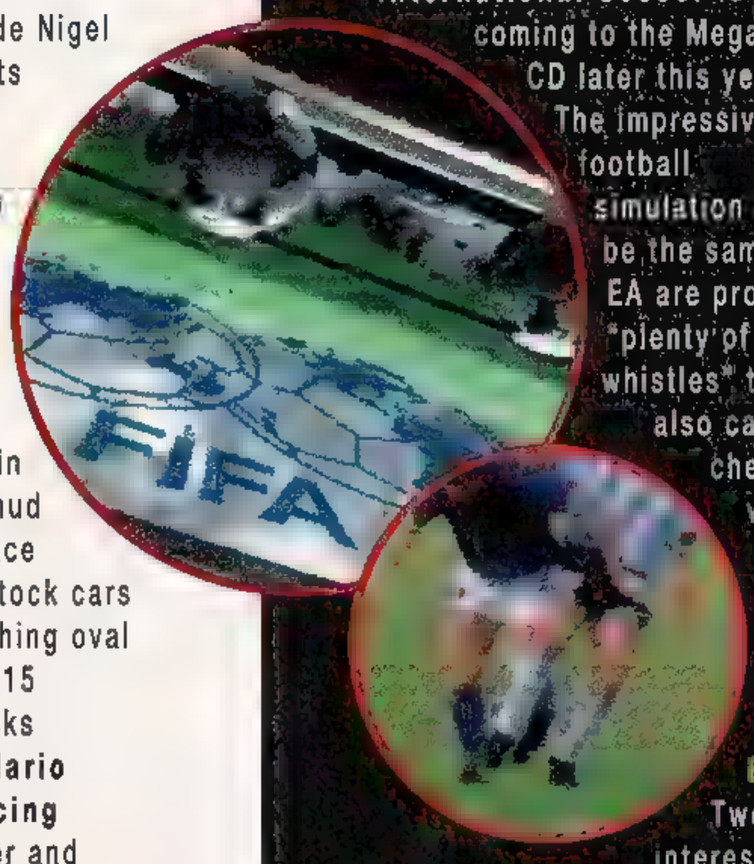
Asterix and the Great Rescue is another fine platform game. It comes from Core and has great graphics and some tough gameplay to keep you hooked.

NEWS

SHORT BURSTS

TOP SOCCER NOW ON CD

Electronic Arts' **FIFA International Soccer** is coming to the Mega-CD later this year. The impressive football simulation will be the same but EA are promising "plenty of bells and whistles" to accompany the action. It will also carry a price tag five pounds sterling cheaper than the original Mega Drive version - and why not? Compact Discs aren't as expensive as cartridges to manufacture. Publishers of Mega-CD software take note ...



BETTER LATE THAN NEVER

Two delayed releases that may be of interest ... the long-awaited Mega-CD conversion of last year's arcade beat-'em-up hit **Mortal Kombat** will, at last, be released in June, while the American Football simulation **NFL Quarterback Club** for the Mega Drive (originally slated for release last year) won't be seen until heavens ... this November.

A MONSTER IN THE MAKING

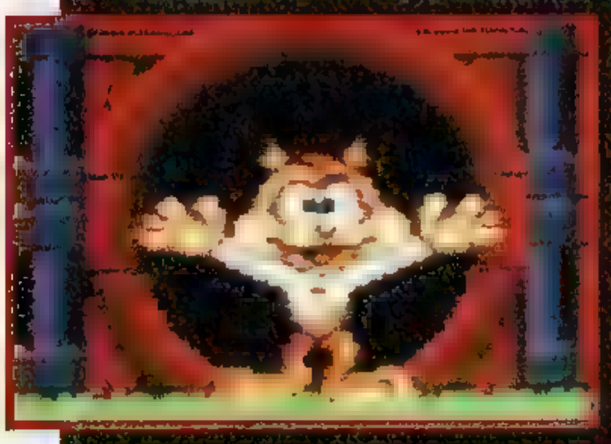
Watching huge, modified trucks speed around demanding dirt tracks is a popular pastime for Americans, but why watch when you can participate? Well, you can in October when Acclaim release **Monster Trucks** for the Mega Drive. Acclaim reckon this racing simulation with a difference will capture all the "high-octane buzz" of the real thing. Let's hope so - it will certainly make a change from driving another Formula One car around the same old circuits!

WRESTLING IN THE RAW

Also set for release through Acclaim in October is yet another World Wrestling Federation title ... **WWF Raw** for the Mega Drive and Game Gear. **WWF Raw** is based on the Royal Rumble event, "but with loads more bolted on," say Acclaim. That's all they would reveal when we spoke to them, but we do know that the Mega Drive cartridge will weigh in at a hefty 24 Megabits.

THE CAT'S BACK!

Despite Accolade's enthusiasm for their Bubsy The Bobcat character, his run 'n' jump antics simply weren't strong enough to depose Sonic from his throne. Undeterred, Accolade are now building what they reckon to be a bigger and better sequel for release this Autumn. In **Bubsy 2** the action is still platform-based (and the bobcat still speaks), but now there's less emphasis on running and jumping and more effort is required to find and use objects to complete the quest. Accolade have also enhanced the two-player mode and introduced new bonus stages - one of which involves catapulting frogs to hit targets.



Bubsy: Set to return this Autumn

FAST & FURIOUS

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sonic the comic

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.....

SIGNATURE.....

(To be signed by parent or guardian if under 16)

*Delete as appropriate

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PG

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MYSTERIOUS SHADOW

GUYVER III

DATA 3

Number 3 of 12 EPISODES

COMMANDER GYOU ARRIVES FROM CHRONOS' HEADQUARTERS TO LEAD THE RECOVERY OF THE GUYVER UNITS. MEANWHILE CHRONOS JAPAN CREATES THE HYPER ZOANOID 'ZERBUBUS' IN A DESPERATE ATTEMPT TO ELIMINATE THE GUYVER...

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For your own fab and totally exclusive 'Sonic Spinner', just collect 8 tokens (+ 20p postage) from special packs of **Kellogg's Frosties!**

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SO GET TOKEN COLLECTING AND JOIN IN **KELLOGG'S FROSTIES** CRAZY 'SONIC SPINNING' SEASON!

WIN SUPER SPINNER PRIZES!

We've got some spectacular 'Spinner' goodies to give away to lucky STC readers! All you have to do is complete the tiebreaker, write down your name, age and address on the entry form below and you could win one of the above spintastic prizes!

The most original and appropriate name and description will win.

Please send your entries to **Kellogg's Frosties** Comp, 'STC', AIM, PRE Complex, Pallion Industrial Estate, Sunderland, SR4 6SN. The closing date for the competition is 24th July 1994.

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RULES

1. Multiple entries are allowed, but a separate entry form is required for each entry. 2. No cash alternative will be offered. 3. The judges decision is final. 4. Responsibility will not be accepted for entries lost, damaged or delayed in the post. 5. Illegible entries will be void. 6. The closing date for entries is 24th July 1994. 7. The competition is open to residents of Great Britain and the Republic of Ireland. It is not open to employees of Kellogg's Company of Great Britain Limited, their families, advertising and service agencies. 8.All prize winners will be notified by post within 6 weeks of the closing date. 9. Details of winning entries may be obtained by sending a SAE to the competition address within 6 weeks of the closing date.

ENTRY FORM

If Tony the Tiger featured in his own computer game, what would it be called and why? _____

_____ (in no more than 12 words)

Name _____ Age _____

Address _____

_____

_____ Post Code _____

Tails

The Morbidden Hunt
Part 2

Script: [illegible]
Art: [illegible]
Lettering: [illegible]

TAILS IS ON A MISSION TO RESCUE TWO CUBS STOLEN BY GOBLINS IN THE NAMELESS ZONE.

SQUAAARK!

A GRYPHON!

YIKES!!!

FOXY STEAK..!

KARUNCH!

DIRT FLAVOURED FOX?

NO YUM YUM.

GACK! PTUI!

COME HERE, NICE FOXY.

I WISH I HADN'T WRITTEN ALL THOSE LETTERS HOME SAYING HOW BRAVE I WAS.

IF ONLY SONIC WERE HERE.

FOXY GONE?

I CAN'T ESCAPE...

TRICKY FOX.

SQUARK

...IS THIS THE END?

GOTCHA!

WHOOPS!

SCREEEEE

GOT TO...

UH OH.

...FLY!

KRUNCH

LOOK GINNY. THE DREADED GRYPHON IS NO MORE.

THAT HERO HAS VANQUISHED IT, NEDDY.

THAT GRYPHON HAS BEEN TERRORISING OUR VILLAGE FOR WEEKS. WHO ARE YOU?

EVERYONE CALLS ME TAILS

YOU ARE A HERO INDEED, SIR TAILS, TO HAVE OVERCOME SUCH A FEARSOME FOE. OUR PEOPLE OWE YOU A GREAT DEBT OF GRATITUDE.

TAILS IS LED TO THE CENTAUR VILLAGE OF PORTSTABLE.

COME AND MEET SIR TAILS, THE HERO WHO HAS RID US OF THE DREADED GRYPHON.

HIP HIP

JUST CALL ME TAILS...

...AND I WASN'T REALLY HEROIC. I WAS RUNNING AWAY FROM IT...

HIP

YOUR MODESTY DOES YOU CREDIT, SIR TAILS. IS THERE ANYTHING WE CAN DO FOR YOU?

TAILS EXPLAINED HIS MISSION TO RESCUE THE CUBS...

A GOBLIN FLYING BOAT PASSED OVER OUR VILLAGE YESTERDAY, PROBABLY HEADING FOR CASTLE MORBIDDEN.

TAKE OUR SWIFTEST BOAT TO AID YOU IN YOUR SEARCH!

WHAT AM I DOING HERE? I'M NO HERO. IT SHOULD'VE BEEN SONIC WHO WAS BROUGHT TO THE NAME-LESS ZONE.

HELP! I CAN'T STOP!

YIKES!!!

WOOSSHUCK!

WELL, WELL, WELL. WHAT KIND OF FOXY FLOTSAM IS THIS?

=ULP=

NEXT ISSUE: TAILSPIN!

GRAPHIC Zone

With the World Cup under way, STC decided to get in on the action (see issue 28). Unfortunately, Boomers, the originally schuleded non-Sonic team are not match fit (apart from Tails), as they all got injured in training and are currently feeling as sick as parrots. However, waiting on the touch-line were more super-fit Sonic s just waiting to burst into action.

Robert Boniface, Cheshire. MS owner. Sonic 2 Badge Winner.

Luke Burgess, Weston-Super-Mare. Sonic 2 Badge Winner.

Joseph Caddock, Plumstead, London. Sonic 2 Badge Winner. →

Gary Williams, Margate, Kent. (please let us know your full address) Sonic 2 Badge Winner.

Neil Fisher, Widnes, Cheshire. Sonic 2 Badge Winner.

To help get your handywork selected in future Graphic Zones please take note of the following tips:

- Draw in ink on white paper, avoid pencil or crayons.
- Be original and don't copy pictures from the comic, try to come up with your own ideas.
- Include your name and address, preferably written in capital letters on the back of the page.

Once again, well done to those Boomers with the skilful pen-control who will each receive a Sonic 2 enamel badge.

HANG ALL MUTANTS

ON YOUR BEDROOM WALL!

THE NEW 2000 AD POSTER PROG features a mammoth-sized 594 x 840mm poster depicting almost every Search and Destroy agent from the top **2000 AD** series **Strontium Dogs.** Plus, on the reverse side, a fabulous full-colour six-page story featuring Feral and The Gronk and their fellow mutant bounty hunters.

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Q Zone

FIFA SOCCER

Oh, if only all sports games were made this way. **FIFA Soccer** was released last December, and the game proved so popular that EA sold all 500,000 copies faster than you can say *Sonic 3*. It's now back, deservedly, at the top of the charts, and so for those of you who would like some help, take a look at the following passwords:-

TOURNAMENT PASSWORDS:
Quarters - Argentina Vs Canada F74YBB79PT
Semis - Argentina Vs Austria F74YBB591D4
Final - Argentina Vs England F74YBB85P1P9
LEAGUE

PASSWORDS
To win 13 out 13 with the best team, EA Allstars, type in: QP5CW4J1PY1MR
To enter the Play-Offs final with EA Allstars, type in: X8XZW4TR1PH

JUNGLE BOOK

Tips

Last issue's Q Zone featured the mega-tastic solution to the **Jungle Book** game. No doubt most of you managed to get through it without the need for further help. However, in case there are still some baffled boomers out there, here's a level select for both the Master System and Game Gear versions of **Jungle Book**:-

MS

Switch the game on and wait for the sparkly Walt Disney logo to appear. Once it disappears and the screen is black, press Up, Down, Up, Down, Left, Right on the joypad. You should hear a little ditty to indicate that the cheat has been activated. Press Start on the menu screen and the level select will appear.

GG

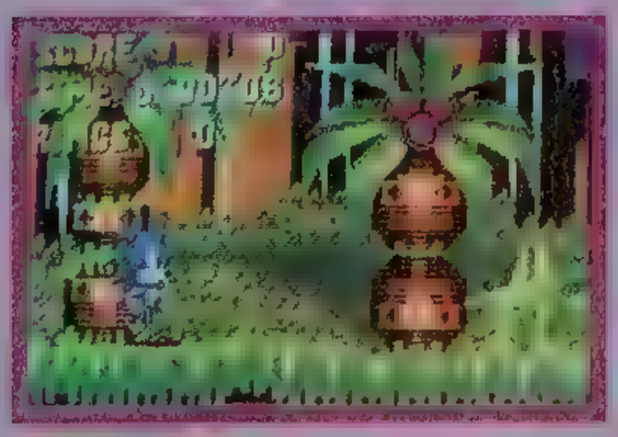
Switch the game on and wait for the menu screen to appear. Whilst holding down 1, 2 and Start, circle the pad in a clockwise direction with your finger. You should hear a little noise to indicate the cheat has been activated. Press Start again to bring the cheat on.

LOTUS 2

When it comes to playing video games, it's clear that Boomers have a soft spot for driving fast cars and **Lotus 2** is no exception. Initially launched for the Amiga, EA realised that the folk qualified to test it were discerning Sega users! So what's new? Well, did you know there is a very slick and rather enjoyable secret little shoot-em-up called POD? No? You do now!
Once the game begins, go to the section where you would normally enter your name and type in POD PLEASE. Now, press Start and you'll be treated to that hidden game.

SONIC CD

Tips



Our blue spiky hero entered a new phase when he appeared on the beloved CD system. Not only did he feature in a small cartoon, but you were also treated to a wonderful, mega-new Sonic adventure. Here are two great cheats for you:-

Start by going to Time Attack and playing every level. After this, at the options screen you will see something called D.A. Gardens. Go to this, and you'll see Sonic's World! You can now rotate and enlarge it, whilst Tails, accompanied by a few birds, fly past. You also get to choose any music from the game.

On the title screen, press Up, Down, Down, Left, Right and B using the joypad. The cheat is quite tricky to activate, so try doing it slowly and gently.

SHINOBI 2

Tips

This fancy platform action game finally made it onto Sega's very own hand held system. **Shinobi 2** is a game that many of you have, so here's a super cheat for you:-
To access all of the characters, go to the password screen and enter:-
F5958
When you start the game, you'll have the yellow and blue crystals with all the characters.

ALADDIN

Tips

OK, we've already revealed the complete solution to this excellent Disney platformer. And, yes, we know you've had the level skip cheat. Well, how about a brand new cheat that shows you a digitised picture of programmer Dave Perry, and also gives you an options screen with a whole host of cheats:-

1. Wait for the title screen to appear, then press Down, A, C, A, C, A, C, A, C, B, B, B and B on the joypad. You should then be greeted with Dave Perry's face, together with the words: 'Ah, David Perry, what is your wish?'. The options screen will then appear.
2. How would you like to find a hidden extra life in the game? Well, in the Desert level go right and kill the first snake, then return to the start of the level and hey presto! An extra life will have appeared!

game genie update

Got a Game Genie or a Mega Drive? If so, you'll find these new codes mega useful!

Special thanks to those friendly folk at Hornby Hobbies for supplying the Game Genie codes.

BATMAN

Gotham City's own strangely dressed crime-buster will find baddy-bashing a lot easier with the following codes:-

Master Code (must be entered first)	E2ETAA4C
Infinite lives	AKFTAA4Y
Batman floats when he dies	RFFAA6ON
Infinite Batarangs	AKYAAA9G
Guns don't hurt	RYFAC6VR
Infinite rockets for the Batwing	AKYTAA5L
Punches, knives and guns don't hurt	B2ATCA46
Infinite rockets for the Batmobile	AKYTAA7R
Start on Axis Chemical Plant	HEETBJX2
Start on Fludgelheim Museum	HEETBNX2

BART VS THE SPACE MUTANTS

'Aye Carumba!' is a typical Bart-like offering to the English language. Other sayings can be yours to use freely with these Genie-tabulous codes!

Invincibility	AJRTAA6R
Infinite lives	A2RTAA8R
Infinite rockets after you buy one	AAXTBJ2E
Infinite bombs after you buy one	AAXABJ9G
Infinite paint after pick-up	FJOAAA6N
Start on level 2	AJBTAAET
Start on level 3	ANBTAAET
Start on level 4	ATBTAAET
Start on level 5	AYBTAAET
Set level 1 goals to 20	EDYACABY

PIRATE S.T.C

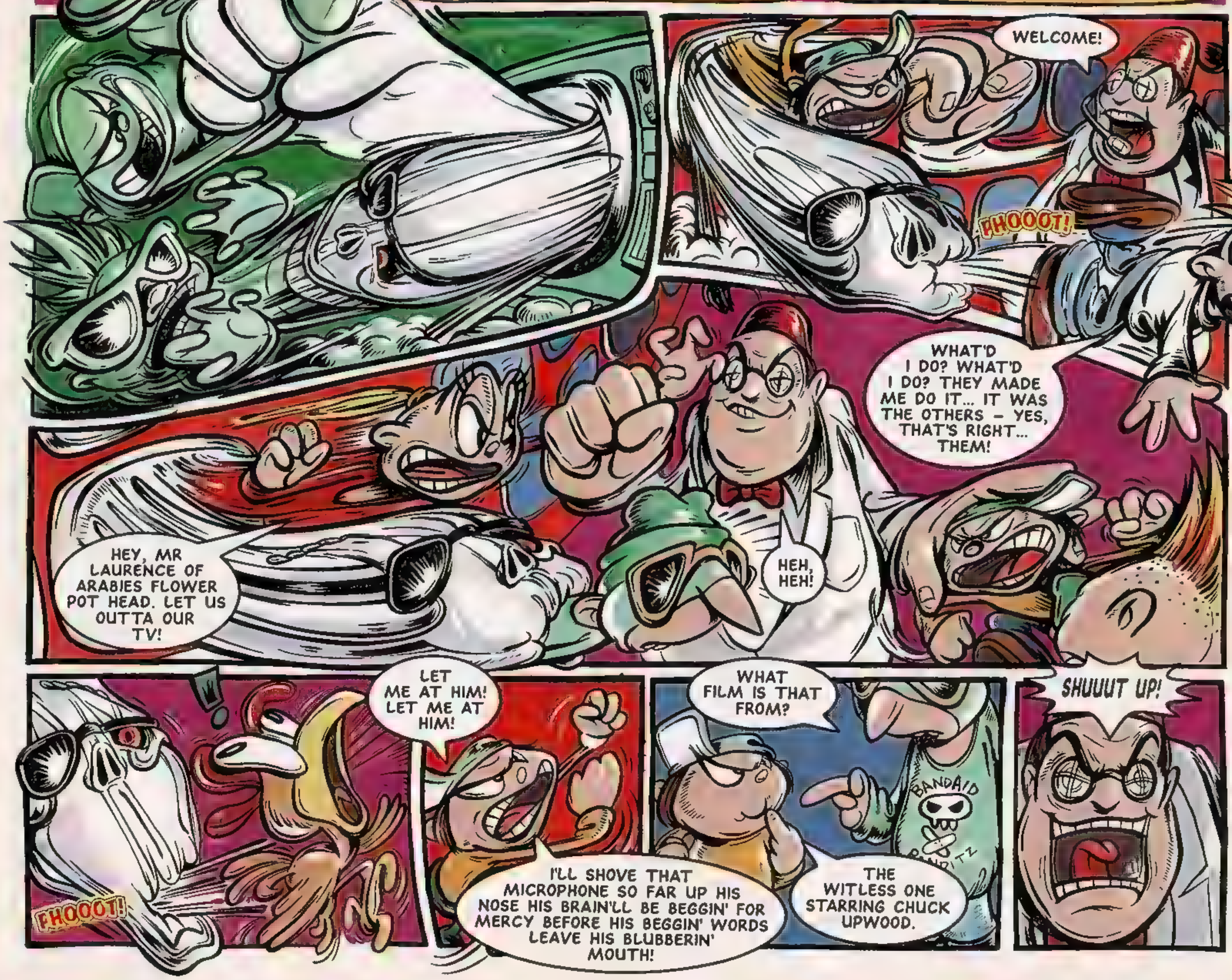
PART 2

FEZHEAD

- Time Traveller
- Moves through cyberspace via television systems, can access any location whilst TV receiver is operative
- Television pirate. Troublemaker
- Computer psychogenius. Master of molecular restructure
- Weakness: Wears backflip wrap around hair mat wig to cover bald patch under fez

SKULL

- Time Traveller
- Servant and herald to his creator Fezhead
- Demonic, computer-generated, holographic skull
- Programmed to search, via the TV systems, for subjects to participate in Fezhead's 'mission'
- Weakness: Has lack of skin complex and secretly dresses as a human on days off


WELCOME!
PHOOOT!
WHAT'D I DO? WHAT'D I DO? THEY MADE ME DO IT... IT WAS THE OTHERS – YES, THAT'S RIGHT... THEM!
HEY, MR LAURENCE OF ARABIES FLOWER POT HEAD. LET US OUTTA OUR TV!
HEH, HEH!
LET ME AT HIM! LET ME AT HIM!
PHOOOT!
I'LL SHOVE THAT MICROPHONE SO FAR UP HIS NOSE HIS BRAIN'LL BE BEGGIN' FOR MERCY BEFORE HIS BEGGIN' WORDS LEAVE HIS BLUBBERIN' MOUTH!
WHAT FILM IS THAT FROM?
BANDAID
THE WITLESS ONE STARRING CHUCK UPWOOD.
SHUUUT UP!

SCRIPT & ART: STEPHEN BLISS LETTERING: STEVE POTTER

GREAT! I'M ON TV! HI, MUM!

YOU'RE *IN* IT... PINT SIZE... IT GETS... WORSE...

FIRSTLY, AN INTELLIGENCE TEST. WHAT'RE YOUR NAMES?

SACKHEAD!

FLAME!

GRRRR!

BOB!

DOG!

AND I'M FREERANGE, BUSTER!

HOW COME YOUR CHICKEN SPEAKS ENGLISH?

SEGA

'CAUSE JAPANESE WAS TOO DIFFICULT TO LEARN... HA!

I SAY WE KICK 'EM STRAIGHT IN TO THE MOUTH OF MISSION. THEY'VE PASSED THE TEST, THEY'RE PERFECTLY STUPID.

YES! *LET THE GAME BEGIN!*

AAAAAGH!

WHAHEY!

BOB!

BOB?

FLAME?

HELP!

WASTE

?

?

WHAA- WHAT'S HAPPENING? IT'S ALL GONE BONKERS!

OUCH!

?

THUDD

NICE OF YOU TO DROP IN. FRESH MEAT FOR THE *TOURNAMENT*.

OI, YOU! YOU'VE TURNED ME MATES INTO BUBBLE BATH CONTAINERS!

OH YEAH, HOWZAT THEN?

IF YOU STRIKE US... WE METAMORPH-OSISE!

META- WHAT?

THUMP!

MAMA!

BUBBLE BATH? DID SOMEONE MENTION MY FAVOURITE TIPPLE? YUM, YUM!

AAAAGH! IT'S GRANEE 8 BALL!

OH, BROTHER!

OH, BOY. TROUBLE BIG, TROUBLE BIG, TROUBLE. YES, YES, OH, BOY.

WHAT'D I DO? WHAT'D I DO? IT WASN'T ME! *WHINGE! WHINGE!*

Next Episode:
BIG TROUBLE?
BIG TROUBLE?
BIG TROUBLE?
FREAKS! FIGHTS!
FLATULENCE!
OH BOY!

SPEEDLINES

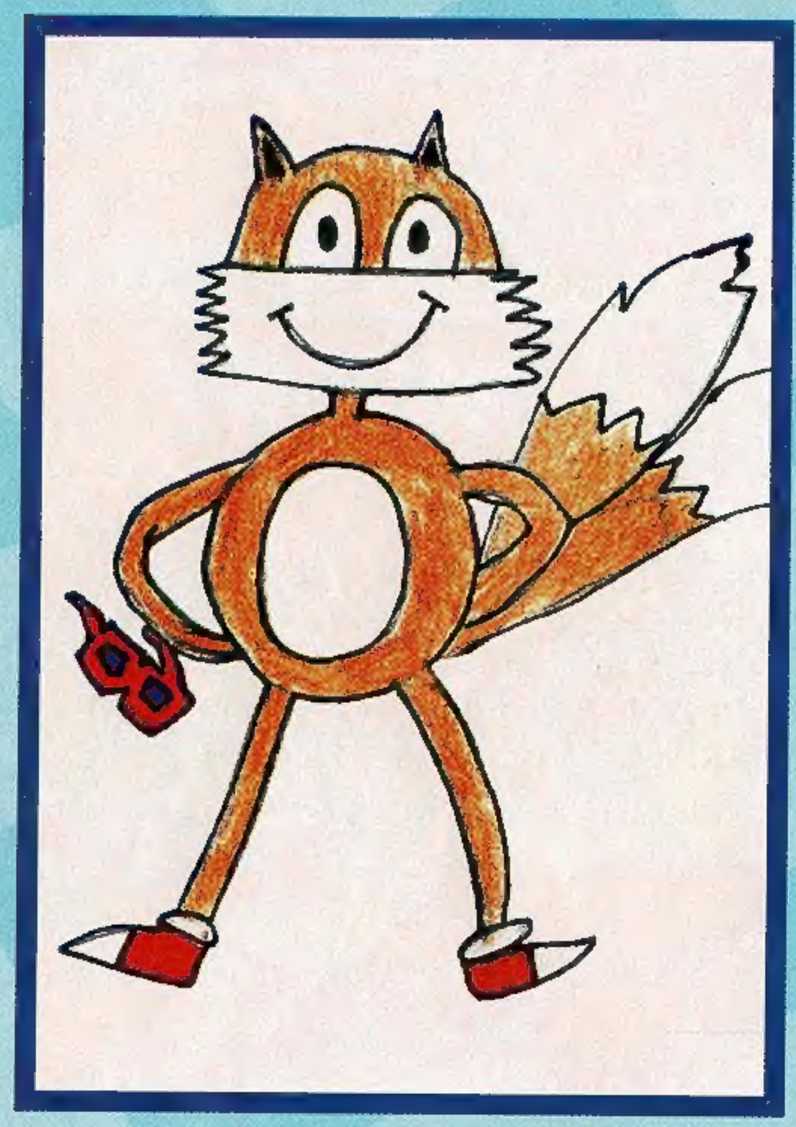
Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Spot the Loony ...
Nicola (Louise) Claxton, Hants. MD owner. Sonic Water Fun Game Winner.



A Shady Tail.
Adrian Simmons, Kettering, Northants. Sonic Water Fun Game Winner.

Gimme Gimme

Dear STC,

Every time Sega release a new video game system, I repeatedly ask my Dad to buy me one. Although I already have a Mega Drive, I desperately want a Mega CD, Master System and a Game Gear, plus any future consoles. My Dad did promise to buy me these, so if he's joking I'll batter him!

Jasdeep Singh Dhillom, Handsworth, Birmingham. MD owner. Sonic Water Fun Game Winner.

Well Jasdeep, I think the next thing on your list should be a course on how not to be greedy.

No Man's Land

Dear STC,

It occurs to me that if Doctor Robotnik plans to rule the world by killing everyone with satellite death rays etc., there won't be anyone left to rule over!

Katie Munns, Romsey, Hants. MD owner. Sonic Water Fun Game Winner.

Sounds like a sensible observation, Katie! If only Robotnik-types of the hume world adopted this outlook.

On The Buses

Dear STC,

I would like to inform other STC readers that the last time I visited the Sega Bus I won a cap, stickers and posters. If the bus is in your area this year I strongly advise you to check it out - pronto!

Lee Chapman, Leicester. MD owner. Sonic Water Fun Game Winner.

Ever thought of working in PR when you're older, Lee (or becoming a footballer?). See this issue's ***Control Zone*** *for the Sega Buses tour dates; forthcoming dates will be listed in future issues of STC.*

Off Yer Ed

Dear STC,

It was an outrage! What am I talking about? You saw him first in STC 4, and after that you hoped you'd never see him again. But no, Ed Hillyer returned, determined to ruin a Sonic strip once and for all. He draws like a four year old - even I could have done better. Surely you could have replaced 'you know who' with Ferran Rodriguez or Woodrow Phoenix? Richard Elson is a genius, which is probably why you use him so much. Otherwise STC is a brilliant comic.

Sarah Rose, Worsley, Manchester. MD owner. Sonic Water Fun Game Winner.

You must know some incredibly capable toddlers, Sarah (Ferran/Woodrow /Richard?).

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE...

SONIC
STALLED IN THE GRIM ZONE!

SOS IN SOR!
THE EXPLOSIVE END TO SKATES' STORY!

TAILS
FOXTAIL SOUP OR GOBLIN GOULASH?

PIRATE STC
FEZHEAD & SKULL AT THE CONTROLS!

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HOT NEWS
TOP TIPS
RAVE REVIEWS!

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DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 29 OF **STC?**

☐ %

Sonic
the comic